SOCCER

LEFT-PLAYER

SHOOT

SHOOT

SHOOT

GOALIE

SOCCER

RIGHT-PLAYER

SHOOT

SHOOT

SHOOT

GOALIE

VIDEO GAME INSTRUCTIONS

ARCADIA-2001™

BY Emerson

Soccer

CART. NO. 16

PART NO. 1005

GENERAL

1. Be sure the power switch is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert mylar overlay into each controller **BE SURE THAT OVERLAY MARKED** "RIGHT PLAYER GOES INTO RIGHT SIDE KEYBOARD AND OVERLAY MARKED" "LEFT PLAYER" GOES INTO LEFT SIDE KEYBOARD. (see fig. 2)
3. Insert cartridge into console (Game name should face you).
4. Read this "Owners Manual" before playing game.
5. Refer to it for all necessary adjustments for best results.

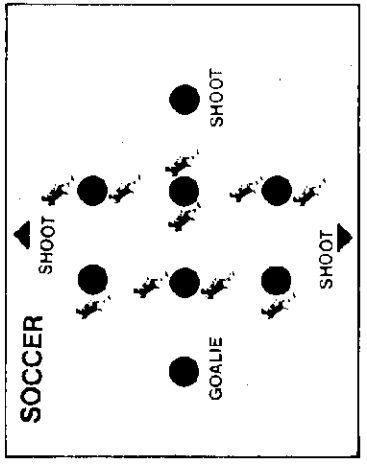


FIG. 1
OVERLAY

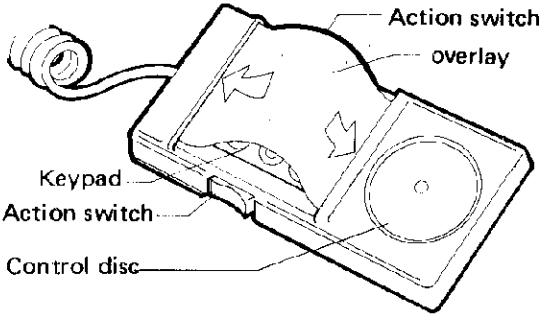


FIG. 2
HOW TO INSTALL OVERLAY

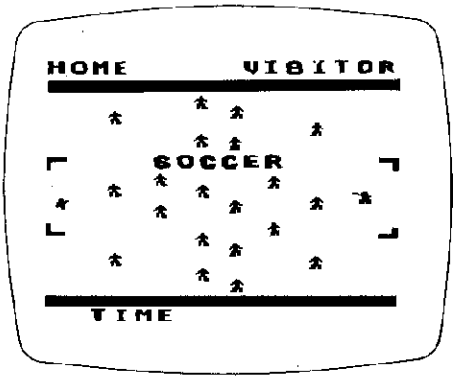


FIG. 3

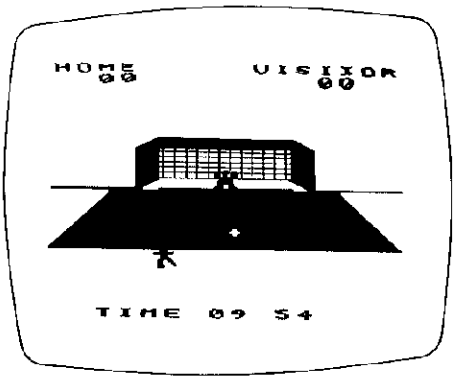


FIG. 4

HOW TO PLAY THE GAME

1. Press "POWER ON" switch. Red lamp should lite.
2. Press "RESET" – The players will line up on the field.
3. Press "START".
4. The "Left player" will start the kick-off.
5. Ten minutes is to game duration. The player with the highest score is the winner.
6. Time remaining to end the game is shown at the bottom of the screen.

MOVE THE PLAYERS:

1. Hold the control box horizontally, so the overlay will show equivalent line up of players as on the screen.

2. To move the player (or players) hold down the corresponding player (or players) button and use disc to direct the player movement.
3. All players (EXCEPT THE GOALIE) can only move horizontally.
4. The goalie can be moved by holding down the goalie button and directed by disc in any directions. Goalie can go to any position in the player's half field.

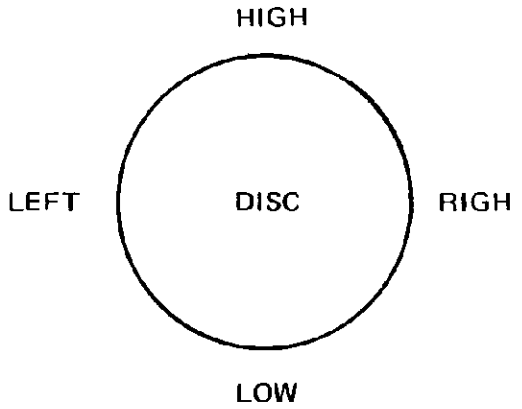
BALL CONTROL:

1. To catch the ball – Move the desired player to intercept ball.
2. The goalie can only "Block" the ball instead of catching the ball.
3. To pass the ball – When player is holding the ball (STAND STILL) ball can be passed to other players by pushing the disc in the direction which the ball to be passed.
4. To shoot ball – When holding ball, the player can shoot by pressing down "Shoot" button and then press the disc to guide the direction.

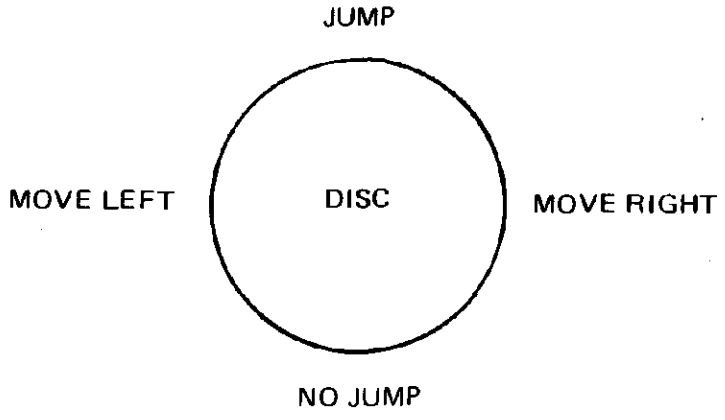
INJURY AND PENALTY:

1. When the "CENTER FORWARD" is carrying the ball, he must avoid contact with the opposing goalie. Failure to do this may result in goalie injury or a penalty shot.
2. **Goalie Injury:** When this happens, the playing is stopped to allow the injured goalie to be carried out on stretcher. When the new goalie assumes his position, play resumes.

3. It is possible that the goalie will not be able to move back and forth after an injury.
4. When penalty shot happens, the referee walks out and flags illegal body contact. The scene changes to front view of penalty shot.
5. The team that was offended gets one shot. One point score is given if the ball falls within the goal area.
6. The "KICKING" can be directed by pressing down the disc.



7. The goalie in the defense side can be moved in any direction by pressing the Control Disc to block the kicking at proper time.



SCORING: The Home and Visitor scores are shown on the top of the screen. A goal is 1 point.

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